

**AMENDMENT OF THE CLAIMS**

*This listing of claims replaces all prior versions, and listings, of claims in the application:*

Claim 1 (currently amended): A content-providing system for presenting a flight simulator program to a user operating a network browser program having a user interface displayed by a client computer on a digital network, said system comprising:  
a gateway having an interface to said digital network;  
a database in communication with said gateway; and  
at least one host computer system executing a server portion of said flight simulator program on a simulation card, wherein the server portion comprises executable code that is based upon executable code used in an actual aircraft component;  
wherein said gateway is operable to receive a request for a connection to said server portion from the network browser a client portion of said flight simulator program executing on the client computer, to authenticate the request based upon information contained in the database, and to establish a connection between said client portion and said server portion and a client portion of said flight simulator program executing on the client computer following a successful authentication, wherein such that primary processing for said flight simulator takes place at said server portion, and such that interface wherein updates to the user interface displayed on the client computer are processed at said client portion.

Claims 2-3 (cancelled).

Claim 4 (currently amended): The content-providing system of claim 2 wherein said database comprises billing information, and wherein the gateway is further configured to update the billing information in response to the connection being established.

Claim 5 (cancelled).

Claim 6 (previously presented): The content providing system of claim 1 wherein said actual aircraft component is a flight management system (FMS).

Claim 7 (currently amended): A method of providing access via a digital network from a client portion computer to a server portion of a flight simulator program at a content-providing system having a database, wherein the client computer comprises a client portion of said flight simulator program and a network browser having a user interface displayed on the client computer, the method comprising:

receiving a request for a connection from the client portion network browser via said digital network at a gateway associated with said content-providing system, wherein the request comprises an authentication credential;

correlating said authentication credential with data stored in the database to verify that said client portion is permitted to access said server portion;  
establishing a connection between said client portion and said server portion across said digital network via said gateway in response to the request;

executing said server portion at said content-providing system, wherein the server portion comprises executable code executing on a simulator card, wherein the executable code that is based upon executable code used in an actual aircraft component; and

providing instructions from said server portion to said client portion, said instructions corresponding to an update to a-the user interface executing at said client portion computer.

Claim 8 (cancelled).

Claim 9 (original): The method of claim 7 further comprising the step of monitoring a time of usage at said content-providing system.

Claim 10 (original): The method of claim 9 further comprising the step of maintaining information at said content-providing system, wherein said billing information is correlated to said time of usage.

Claim 11 (original): The method of claim 7 wherein said program is an aircraft simulation program.

Claim 12 (cancelled).

Claim 13 (previously presented): The method of claim 11 wherein the aircraft component comprises a flight management system.

Claim 14 (original): The method of claim 13 wherein said program is stored on a card executing on a host computer associated with said content-providing system.

Claim 15 (currently amended): A system for providing access over a network between a server application and client computer executing a network browser and a client application executing on a client computer, said system comprising:

a database configured to store a plurality of records;

a plurality of cards, each of said plurality of cards comprising a card processor configured to execute a copy of said server application, wherein the server application comprises executable code that is based upon executable code used in an actual aircraft component; and

a gateway in communication with said network, with the database, and with each of said plurality of cards, wherein said gateway is operatively configured to provide access between said client application and the copy of said server application executing on one of said plurality of card processors via said network, and wherein said access is based upon authentication comparison of a credential provided from said client computer browser with one of the records stored in the database.

**Claim 16 (original): The system of claim 15 wherein each of said plurality of computer applications comprises an aircraft simulation program.**

**Claim 17 (cancelled).**

**Claim 18 (previously presented): The system of claim 15 wherein said actual aircraft component is a flight management system.**

**Claim 19 (original): The system of claim 15 wherein said network is a distributed interactive simulation (DIS) network.**

**Claim 20 (original): The system of claim 15 wherein said network is a high level architecture (HLA) network.**

**Claim 21 (original): The system of claim 19 wherein said system is connected through said IDS network to a distributed mission training (DMT) scenario.**

**Claim 22 (original): The system of claim 20 wherein said system is connected through said HLA network to a distributed mission training (DMT) scenario.**